

DIGITAL PRESS

THE Bio-degradable Source for Videogamers



#15:

Scary.



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SCARY.

EDITOR'S BLURB by Joe Santulli

You're probably still wondering if I'll follow through with what I said back in issue #13 this Halloween. "Is he really going to paint himself fluorescent yellow and run up and down the streets?" Come on, now. That's more Liz' style. Where I come from, Halloween is a much more sophisticated event. Rituals and the like, you understand. There are a lot fewer harnyard animals in town thanks to the Halloween parties we throw every year. By the way, you're invited.

This issue: THRILLS! CHILLS! SPILLS! Team DP has come on strong this issue to produce a Halloween issue that's sure to get your blood circulating. We've returned after a brief hiatus from PsychOpedia, and back by popular demand is our very own Tokenmann in RAMblings. Sean Kelly has revitalized the long-lost ROMpage! column vacated by John Annick, and two NEW columns, BONUS POINTS and THE DARK SIDE are just pages away from your fingertips. I'd like to know what you think about these new columns. They were a kick to put together.

We got our 3DO at Hunter Place, and although only one disk is available (the pack-in Crash N Burn), it's a killer! Liz and I have spent quite some time on this incredible 3-D racing game. It's one of the finest pieces of programming I've seen, and the 3DO people say Crash N Burn is just a sliver of what the machine is capable of. We're hoping so... that money wasn't easy to part with!

You should know by now that famed extraordinaire Jess Ragan has joined our ranks. Jess sees limited duty this issue, but you'll be seeing plenty of him in future issues. To "get his feet wet", Jess produced a handful of one-panel cartoons (peppered about these pages) and the Super Pitfall review. We welcome him aboard with open tentacles.

OH, before I forget. FANTasmagoria is on hiatus until further notice. Some really uncool famed has copied my fanzine review format, which means I have to take it back to the drawing board and come up with something NEW. They say imitation is the sincerest form of flattery, but it sure does cramp my style.

ON THE COVER

THE PUMPKIN
PATCH AT HUNTER
PLACE
by Joe Santulli

You want SCARY? Just
imagine what the electrical
configuration of our game
room is like. 'Nuff said.

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CLASSIC SHOPPER

Joe,

I know that you are old hat at this, but I must share my enthusiasm with someone or I will burst!!! I am quite amazed at what I am finding second-hand, thrift, and used-goods stores. I have found representatives from almost all but the most obscure systems and their software! Do your readers know what is out there to be had for very little money (before it goes up in price in a few years, no doubt)? I have paid anywhere from \$5 to \$30 for old (pre-1979) systems, and anywhere from \$0.25 to \$1.99 for carts and used software for video and computer systems. I even found an old Mattel Aquarius system, complete with four games and all original boxed parts for \$10 (and they all work!). I feel as though I am getting so much more value for my money, as opposed to walking into "Toys R Us" and plunking down \$60-\$70 for a new Super NES or Genesis game (which was standard practice for me!). For the \$70 I spent yesterday, for example, I got four old working systems that I didn't have as well as carts for each! I have really been appreciative in the last four weeks for these "oldies" and the place they have in our hobby. I enjoy playing them as well as the new stuff.

By the way, I have decided to let all my game mag subscriptions lapse and only subscribe to YOUR Digital Press - that's how much I value it. Those mags are OK, but they are filled with so much hype and only marginal info. Some of the best articles and features that I got the most out of (and for which I originally subscribed) have been cut out altogether or slimmed down to next to

nothing. I feel I don't get what I used to from the mags. And I don't like the new formats of them either, not at all.

So keep it up and don't get stressed out over the deadlines. With the product you put out, the deadlines are WORTH it.

Barbara J Major
Tacoma, WA

Barb, I'm glad you like our humble offering to the videogame hobby. It's enthusiastic fans such as yourself that drive "Team DP"! Hopefully, we've turned you on to more sources for classic videogames than you could have ever asked for. Don't overlook today's games entirely, though. Ten years from now we'll be snatching up Super Nintendo games by the dozen at flea markets at \$3 to \$5 each. Take heart in the fact that you're not alone feeling disgusted by the prices and quality of many of the recent software titles. I know many avid gamers who still prefer the "classics" not just for the gameplay, but for the overall value they provide.

ADOPT, ADAPT, IMPROVE

Dear Digital Press,

Your publication is indispensable... it is a necessary part of my existence. Please renew my subscription right away. A few comments:

- Doug Ford's article on PC games is welcome, but you need to edit the column - too many run-on sentences!

- I like the "cover" of issue 13 - the artwork is a plus.

- What do the darker outlines around the boxes in the "Side-by-Side" baseball chart for Genesis mean?

- I like some of the clever typefaces you use (except for the child-writing font in the Random Reviews section), but sometimes you over-do it! You can get a better effect sometimes by putting fewer wacky faces next to each other - that way, it's easier for each face to stand out on the page.

- Are "PsychOpedia" and "Checklist Central" on hiatus?

Looking forward to the next issue of DP.

Michael Portuesi
San Francisco, CA

Ah, the inevitable "multiple question"

letter. Good hearing from you Mike, it's been awhile! Here are all the answers for ya.

-Doug is one of the "new guys" here. I wanted honest feedback on his writing before editing his work, so I could gauge just how much I would use him in future issues. Besides the run-ons (which seems to have been a one-time thing), the response has been good to keeping him here as our P/C guru.

-The covers will get better as I learn to balance the pen with the Xerox machine. I've learned that pencil drawings (like the ToeSlam and Burl cover) are a no-no.

- The dark outlines on the latest (and all previous) Side-by-Side columns are "our pick" in that category. Usually, the highest number wins, but in some cases we'll go against quantity in favor of quality.

- Agreed on the typeface complaint. I'm still fiddling with the software. Point well taken.

- PsychOpedia is back this issue, but there's really no need for future Checklist Central columns. We've covered just about every system in the past two 1/2 years, and the Collector's Guide really serves as the home for complete listings these days.

WHERE'S BLACKJACK!?

Joe,

You still did not have Blackjack! listed for the Odyssey2 in your Collector's Guide (2nd Edition). Enclosed is proof that it exists. Also, again you had old ads in the back. I guess you like to collect these. I am enclosing a copy of an Intellivision ad from a wholesale catalog from around the early 1980's. I've not had a lot of time to look at Collector's Guide #2 but it looks nice with the color cover and binding.

I would like to see you discontinue the use of four letter words and such. I really am offended by Sean Pettibone. He sent me a sample of his fanzine, the boy needs to grow up! So if any more of his articles appear in DP, please clean them up before running them. Otherwise, I love DP. The collector info is great.

Scott Vanarsdall
Graham, TX

Scott, the reason why you still don't see Blackjack! in the Odyssey2 section is because it is under the title Las Vegas

Blackjack! This is the official title in the Odyssey 2 catalog (#AJ9401; see page 63 of the Collector's Guide), and it also appears with this title on the instruction manual and the box. Why Magnavox dropped the Las Vegas part from the cartridge label is a mystery to all of us.

Sorry that you were offended by Sean Pettibone's column, but you know what, Scott? Shit happens.

MAJOR FIND

Joe,

I was pleased to see the Pink Panther entry in the DP Collector's Guide. The price tag was a bit more impressive than I imagined it would be! Oh well, I don't mind, though with my luck someone will discover a few thousand of these prototypes in a warehouse and distribute them to all who are interested. Well - let's hope that doesn't happen - I'd hate to see my gold mine turn into a coal mine! The strange thing about that cartridge is that I found it in a thrift store alongside a Data Age prototype of Frankenstein's Monster. Both were \$1.50. I guess I've had worse days!

Till next time - don't work too hard on that fanzine of yours. You wouldn't want it to get in the way of playing a few good games of Atari classics. By the way - you and your team have done a great job.

Steve Averitt
Lima, OH

For those readers who haven't seen the recent Collector's Guide, Steve is the guy that found what seems to be the one-of-a-kind prototype of Pink Panther for the Atari 2600. He documented the find on videotape, which I've tacked on to the newest Video Fanzine (see Digital Press Products).

Steve, that was a great find! I can't believe how complete the game is! It's too bad, though, that someone DID, in fact, find a quantity of Pink Panther chips (sans casing). That does drastically reduce the value of your copy, I'm afraid. You'll just have to give it to us now that it's practically worthless. Had you going, there, didn't I?

MISTER REYNOLDS

Joe,

Joe Santulli...respected faned, revered icon,

trendsetter, innovator....COVER ARTIST!?! At first when you told me you didn't want me to do a cover for DP I was a bit disappointed, but I understand your reasoning. I'm doing fewer covers now partly because of that conversation. Your cover looks great! I especially like the transparent effect on the gray bar along the bottom.

On FANTASMAgoria. Really cool shadow effect on the heading! Is this new or am I just now picking up on it? I was saddened that I couldn't manage to continue my BEST COVER ART sweep, although I too was VERY impressed with Dave Dunlap's "Viewpoint" illustration. No regrets on my end, either. Thanks for including Fantazine in your short list of really good 'zines. Coming from you, that tells me I've gotten to where I want to be in fandom - at the pinnacle, along with P&I, IBTL, New World News, and might I add DP to that list from my end.

The Jess Ragan "advertisement" was really cool! I'm glad you two have remained friends. Can't wait to see the effect he'll have on your rapidly changing fanzine.

In closing, anyone who says DP's new format is a step down is dead wrong. In fact, give me their names and I'll personally see to that. DP has never looked or read better! Now go monthly!!!

Pat Reynolds
EDITOR, "Fantazine"
Grand Rapids, MI

What an ego trip this "letters page" has been! I'm feeling punch drunk! Okay, I've regained my composure now. Well, Pat, coming from YOU, the positive feedback on my art is truly a compliment. I maintain that you're the best that fandom has to offer, in and out of the videogaming realm. Truth is, I've been drawing even longer than I've been into videogames. I won my first art contest when I was in 2nd grade and haven't put the pencil down since. This year, I even helped out the United Way by donating my time to caricature drawing (my specialty). Unfortunately, there's never enough time to keep up with all of the projects I have on my plate. Digital Press is my priority, and I'm glad you enjoy it. By the way, here's the name of a person who thinks DP's new format is a step down. Jess Ragan. Take care of him for me, but don't rough him up too much - fandom needs him!



YOU CAN'T AFFORD NOT TO OWN THESE ITEMS!

VIDEO FANZINE #15

Our best yet! In the continuing anthology from 44 Hunter Place, see the winning entry from Scavenger Hunt '93! See Pink Panther for the Atari 2600 and the man who discovered it! Witness, very live, a walk through the "Room of Doom" - a room devoted entirely to videogames! Get a look at the 3DO as it would appear on your own TV! All of this, plus as many game previews as we could possibly cram onto this hour-long tape! Yours for only \$8.00!

Classic Videogames Collector's Guide, Second Edition

What? You mean you still haven't got one? This 60+ page extravaganza lists every cartridge for every pre-NES system from 1976 through 1985. Find out what your collection is worth from the experts in this hobby. Color cover. Spiral binding. Only \$8.95!

Atari 2600 Video Review, Volume I

The first in what looks to be an extensive series of Atari 2600 game reviews. Volume I includes the games of Avalon Hill, Tigervision, Data Age, Imagic, M Network, Coleco, CBS, and Froggo. Includes many rarities, like Tigervision's River Patrol and Avalon Hill's Out of Control. Check it out for just \$8.00

Other Stuff!

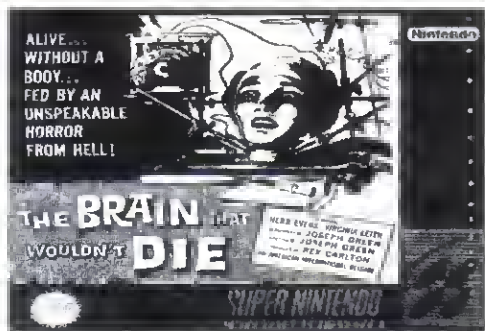
We got a whole lotta tapes, \$8.00 each: Atari 5200 Video Review, Atari 7800 Video Review, ColecoVision Video Review, and Video Fanzines 5,6,7,8,9, and 10! 1 to 2 hours each.

by Joe Santulli

THE BRAIN THAT WOULDN'T DIE - Now that Konami has set a precedent for wacky game titles (see

Zombies Ate My Neighbors), the floodgates are open for games of this genre. In *TBTWD*, you play a mad doctor who's discovered the secret to limb transplants and bad acting. In stage one, "Play

Doctor", you must try to drive yourself and your fiancée off of a winding country road. This is no easy task, as the roads are dry, not too dangerous, and there are no other cars in sight - hut hey, it happened in the movie! You'll have to do it too! In stage two, "Brain Games", try to prevent your fiancée's severed head from gaining control of your mind. It's not easy, she's a bright young lady! Other stages include "Private Dancer", where you try to find the perfect body to attach your fiancée's head (points are awarded for minimum body fat and bow-leggedness) and the wild "Out of 'Arms Way", a battle royale to determine the master of the lab between you, the severed head of your fiancée, your one armed assistant, and a mutant you've been hiding in a closet for years. **BONUS POINTS** for kicking the head through the uprights in the final stage.



MOTEL HELL - There just aren't enough hotel and restaurant management simulations out there, but this game

fills that void. Try to top the other motels by offering cut-rate deals on rooms, then eliminate the guests and keep whatever money they leave behind! Establish yourself with a special food that will attract tourists. Careful, though - don't reveal that the sausages have a "unique" taste because they're made

out of dead people, or you might lose a few guests. If they try to run out of your motel, you have many options: chainsaw, meat hook, or shotgun - they all do the job. What separates this game from other simulations, however, are the smaller goals you can accomplish on your way to the top. Most notable in this category is the tractor pull

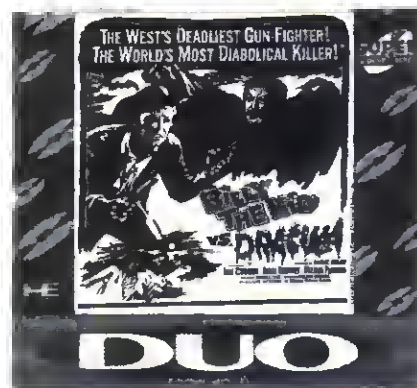


competition where you must pull bodies out of the ground by their heads! Ow! That's gotta hurt! BONUS POINTS awarded if the President comes to eat at your motel.

BILLY THE KID VS. DRACULA - This game plays very much like

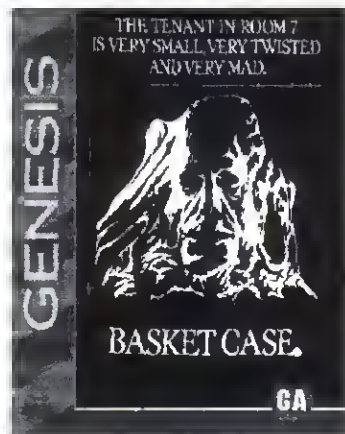
Activision's *Aliens Vs. Predator*. You can play Billy or Dracula, and each has a completely unique fighting style. As Billy, you have to fight off bats, wolves, and underpaid actors pretending to be creatures of the night as they, in turn, try to make off with your gal. As Dracula, the premise

is to turn the aging cowboys into zombies by punching their lights out! Blood spills and you drink it all up in this action packed adventure. The Duo version supports its amazing CD graphics: watch how fast Billy draws his gun... SO fast, it almost looks like flickering! SNES fans won't be disappointed, either. Mode 7 is used extensively to rotate the background as you plummet to earth after getting shot while in bat form! Great fun for the whole family. **BONUS POINTS** if you can figure out how vampires lure attractive women and then you use this skill in your own life.



BASKET CASE - You were separated at a very young age

from a siamese twin who wasn't expected to survive (he has no legs and moves on tiny arms). Surprise! He's back and madder than heck. Since he's your brother, you have no choice but to aid him in his revenge. You play the young man with all of his limbs and not as sharp teeth. Your "brother" trails along (in two player games, a friend can play the bloodthirsty mutant brother!). Survey the area. When you see a surgeon returning home from the hospital, follow him in your Voz. Kill him/her for awhile, then attack the doctor. The doctor will take care of most of the doctors. The doctor may have to search the house for

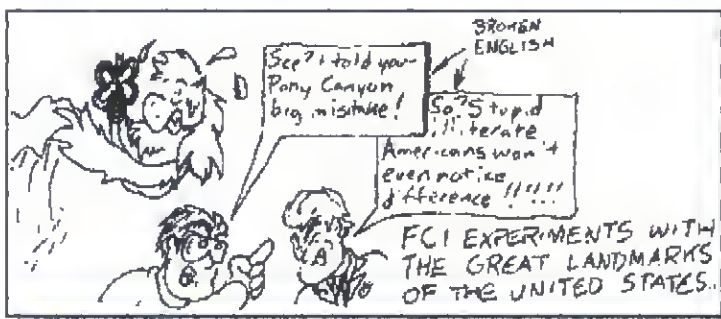
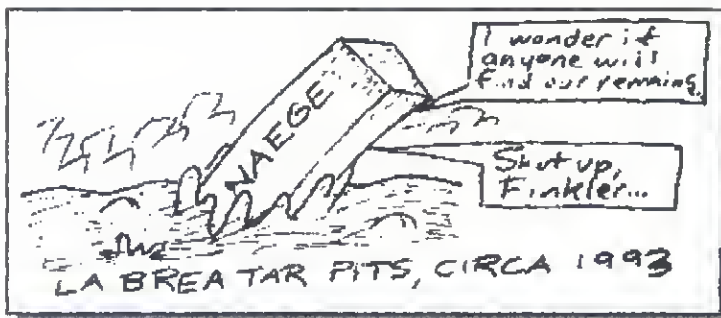
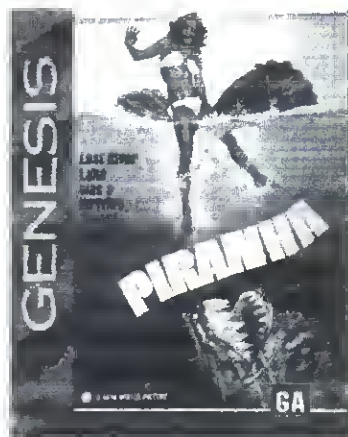


BONUS POINTS!

CONTINUED

hammers, or fire pokers to finish the job. Act quickly! The cops are onto you! In later levels, you must try to "shake" your brother by hooking up with attractive females. Watch out, though. He's a jealous one. BONUS POINTS for losing your brother at a hasehall game when he's mistaken for a hase.

PIRANHA - Just when you thought it was safe to swim in the swamp - *Piranha!* This game is basically an update the Intellivision classic *Shark!* *Shark!*, but instead of eating smaller fish, you eat people. Yep, they're just floating around in the bog, havin' a good time. In the early rounds, you need only avoid the occasional fishhook and bottle thrown into the water. As the game progresses, more dangerous elements are introduced: toxic chemicals, barbed wire, entire cars, hodies with cemented feet, etc. You must avoid these dangers while continuing to eliminate the happy swimmers. On rare occasions, horrible "mutant fish" appear to try to take over the waters. Rainstorms block your range of vision. Town officials consider closing down the area (this is a bluff - it never actually happens). If it's in the swamp, it's in the game. BONUS POINTS for turning the water red.



THE DARK SIDE

by Joe Santulli

There are so few - TOO few - videogames that incorporate the evil spirit that deranged players like myself enjoy so much. The Nintendo's of the world as well as people and organizations more interested in censorship than art don't want you know that life isn't always extra lives, power-ups, and bonus points. To me, the more realistic the game, the better it is. Come with me once again as we take a look at that side of gaming where even Mario fears to tread!

EVIL CLOWNS - There's a great Jack Handey saying that goes as follows: "To me, clowns aren't funny. In fact, they're kinda scary. I've wondered where this started, and I think it goes back to the time I went to the circus and a clown killed my dad." Even this would be a minor offense if charged to one *Mr. Do!* (many systems), who lives in underground tunnels dug with his bare hands, throws a ball of energy that can kill on contact, doesn't think twice about dropping large vegetables on top of his foes, and also swings a mean mallet. Not just swings - also crushes, bludgeons, and sends his opponents through the floor - and HE's a good guy! No sir, nothing funny about this clown at all.

BLOOD - With parents clamoring over the violence in *Mortal Kombat*, I have to wonder where these "Moral Majority" types have been for the past three or four years. Has everyone forgotten Electronic Arts' *Sword of Sodan*? In this little dud, you gush blood all over the place when you're killed. In fact, it looks like a river as it pours out of your gut, accompanied by a blood-curdling cry that makes *Mortal Kombat* seem like *Yoshi's Cookie*. In that same game, you not only have the option to decapitate some foes, you must do it to continue! And it's not easy, either - you have to knock them down, hack persistently on their necks with your sword, and hope the thing comes off. If it doesn't, it's back to the drawing board. Blood mode. Don't talk to me about blood mode!

SATAN & FRIENDS - If you're not offended by the presence of false Gods in oh so many games (especially RPG's - they're loaded with 'em!), how about the uncanny resemblance to Satan you see from time to time? Mind you, a game company would never be foolish enough to use the name Satan in a game. Some people think Satan will actually appear if you say "Satan" too many times. What do you think? Satan. I think that any larger-than-life character dressed from head to toe in red and wearing an evil grin qualifies here. Er, except for Santa Claus. Loki from *Ghouls N Ghosts* (Sega, Genesis) is the best example I can think of. He spits fire, sits in a huge throne, and has serious pull with the denizens of the underworld. Who's Sega kidding? He doesn't look anything like the REAL Loki from the Thor comic books!

Atari 2600

Wizard Games

Action



BY KEVIN "THE
COOL GHOUL"
OLENIACZ

ELEMENT	JOE	KEVIN	BILL	KARL	LIZ	JESS
GRAPHICS	5	4	?	6	5	?
SOUND	7	6	?	7	7	?
GAMEPLAY	4	4	?	6	5	?
OVERALL	5	4	?	6	5	?

At the present time Sega and Nintendo are treading a thin line with regards to the controversial subjects of violence and ratings for videogames. The roots of these issues were supplanted a decade ago when Wizard Video released two distasteful movie-based themes for the 2600:

Halloween and *The Texas Chainsaw Massacre*. Both were produced in limited quantities and sales were restricted to gamers over 17.

Michael Myers is on the loose within a two story building. Your role as a babysitter is to guide children to any one of four safe rooms located at each corner of the house. To do this, press the joystick button to "lock in" a child when you're positioned directly above them and they'll follow your lead. A knife randomly appears in one of the rooms. Stab the maniac twice or save five kids to advance to the next level. Doors in the back of some of the

rooms provide the only means of transport between floors. The killer can appear through these doorways or from either side of the screen. The movie's theme music announces his arrival. To add to the suspense, several of the upper rooms are subject to blackouts.

Wizard Video placed emphasis on violence rather than solid play mechanics. The appeal is the blood which leaks out of murdered children and spurts from the babysitter's body when beheaded. Since we're discussing the 2600 it is not graphically offending, but this cart would invoke protests and restricted sales if re-released today.

This appears to be a hastily constructed release since it's comprised of very limited, repetitious gameplay. The animation is excellent, however. Michael Myers waves his knife in the air and the children flap their arms and dance around in fright. In

contrast, the remainder of the playfield is devoid of detail. The rooms are totally bare. The difficulty is uneven, as one can breeze through the first few rounds and then encounter a truly frustrating challenge. One cannot earn extra lives. You receive no acknowledgement that a level has been completed. There are no variations on gameplay, other than increased difficulty. The sound effects are very limited, consisting of footsteps, locking in a child, and a short ring which signifies acquisition of the knife.

If you're a psycho who craves violence of any shape or form, or have a passion for horror films, you'd probably enjoy *Halloween*. The majority of gamers hunger for variety and solid gameplay. *Halloween* pulls up short in both categories.

I know the game is ten years old, so I shouldn't be too critical, but there is just nothing going on here. Extreme boredom sets in after about 30 seconds.



YOUNGMAN



2025



L. SANTULLI

Not the worst game I've ever played, but far from the best. I liked the music, and the game is OK when it speeds up, but not much fun and not for long.

Collector Notes

The DP Collector's Guide lists *Halloween* at \$20.00. The high price tag is due to the fact that this game saw limited release because of the violent theme. A good find, especially with the box intact.

Power Users

ONCE the knife is picked up, you can't drop it until you stab the maniac to death or vice versa. It requires perfect timing to successfully stab Michael Myers. Therefore, in later rounds it is best to totally disregard the knife.

Origin

Draws most of its inspiration from the movie. The only game that plays even remotely like *Halloween* is Wizard's own *Texas Chainsaw Massacre*, only in that game, you're on the attack!

Haunting Starring Polterguy

Genesis

Electronic Arts

Action/Strategy



**PARANORMAL
REVIEW BY BILL
SCHULTZ**

Electronic Arts is well known for their exceptional sports games, but have gone unnoticed in the various other game carts they produce. *Haunting* may very well change that. *Haunting* can be best described as Beetlejuice meets Poltergeist. The gamer is Polterguy, the main ghoul of the game.

Polterguy kind of looks like Alfred E. Neumann from Mad Magazine after he's been dead for a couple of years. Clad in your leather biker jacket, with your punk rock hairdo (green of course!), it is your job to scare the Sardini family out of their beautiful new home and collect the ectoplasmic residue they leave behind so you can continue to happily scare the daylight out of them again.

Electronic Arts scores with *Haunting* on a number of levels. First off, I tend to rent my games at Blockbuster Video. A big problem with that is that they never give

ELEMENT	JOE	KEVIN	BILL	KARL	LIZ	JESS
GRAPHICS	8	?	7	9	7	?
SOUND	7	?	7	9	7	?
GAMEPLAY	6	?	6	8	6	?
OVERALL	7	?	7	8	6	?

you directions with the game, a major problem at times. This game solves the problem of game directions by having Polterguy explain the rules of the game and controller options during the cinematic sequence at the beginning of the game. This should be something game manufacturers take a good hard look at, because it definitely made the game more enjoyable to me. Besides, more people are renting games before they buy so they don't get burned. On a side note, *Haunting* may be the first game I have ever seen where even if you lose the game you are shown the credits for the game cart production. It's pretty cool to know who did what to make a game a hit or a mega-flop. Now on to the game itself.

Polterguy's job is to run from room to room and scare the Sardini family out of the house. The graphics are well done with cut away sections showing you rooms and

hallways without making it seem like too much of a map. The details of the room from the beaudoir to Dad Sardini's workshop in the garage are crisp and clean. This is important because of the transformation of objects from a Polterguy possession. Little blue stars let you know that Polterguy should haunt that object. One of my favorites is when the couch turns into a giant tongue and licks one of the family members. And the bathroom sequences are way cool as well. Green stars let you know that once Polterguy possesses the object you must make it move by hitting the A button (i.e. spinning telescopes and flying propeller planes in Junior's room). Yellow stars allow Polterguy to draw his unsuspecting victim closer to the object he wants to frighten them with. This drives the family members into various degrees of fright ranging from

(Continued on page 21)

It's not terrific, but at least it attempts something different - a feat not often ventured by today's designers.



J SANTULLI



YOUNGMAN

One of the most original games I've seen in a long time. It was a really, really nice game to play.

Collector Notes

WE WON'T TELL YOU "FORGET IT", BECAUSE THIS IS A GREAT GAME TO RENT. BECAUSE IT IS ONLY FOUR LEVELS LONG AND DOESN'T REALLY INSPIRE YOU TO COME BACK AND TRY AGAIN, THE \$49.99 PRICE TAG RIGHTLY DISCOURAGES US TO PURCHASE *HAUNTING*.

Power Users

CHARGE UP EVERYTHING YOU POSSIBLY CAN WHEN YOU ENTER A ROOM WITH A SARDINI. ONCE THEIR FEAR LEVEL IS HIGH, LURE THEM TOWARD THE DESIRED DOORWAY BY POSSESSING A BLUE FRIGHTY 'EM NEAREST TO THAT DOOR.

Origin

A HIGHLY ORIGINAL GAME, THE ORIGIN SELMS TO BE MORE FROM THE MOVIE "BEETLEJUICE" THAN ANY OTHER VIDEO GAME. THE PERSPECTIVE IS REMINISCENT OF EA'S *THE IMMORTAL*.

NES

Activision

Action/Quest



SPINE TINGLING
REVIEW BY JESS
RAGAN

ELEMENT	JOE	KEVIN	BILL	KARL	LIZ	JESS
GRAPHICS	3	6	?	?	4	1
SOUND	3	6	?	?	4	1
GAMEPLAY	2	4	?	?	3	1
OVERALL	3	6	?	?	3	0

In keeping with this issue's theme, I'm reviewing a truly frightening effort, Activision's *Super Pitfall* for the NES. Don't be fooled - this game has nothing to do with former Activision programmer David Crane. You see, instead of assigning him to the game he had created years before, they went instead with FCI and their ramshackle programming firm Pony Canyon. Pony Canyon is most notable for ruining other translations (such as *Winter Games* for the NES, a game Acclaim had mistakenly contracted them to attempt) and lousing up their fair share of original works (*Dr. Chaos & Hydlide*, two more NES games, spring to mind) as well. The result? An abject failure throughout which pales in comparison to the 2600 version (and many other 2600 titles, come to think of it!), *Pitfall II: The Lost Caverns*.

First, the plot. Basically the same as *P2*: rescue your niece & pet lion from their

respective entrapments and collect loads of gold and treasure in the process. Second, the basic concept: again, the same. Many of the mechanics have been lifted though, such as riding balloons and avoiding the same creatures. Finally, we come to the execution: worlds apart here. Where *P2* was clever and original, *Super Pitfall* is stale, drab, uninviting, and effort-free. Remember the lush jungles and stark caverns of the 2600 versions? They've been trashed in favor of badly colored generically drawn screens - the worst the NES has to offer. That great Pitfall Harry animation? Forget that - THIS joker bears NO resemblance to the true Harry from the first games. Imagine a garishly colored Mario stuffed into a spelunker suit, complete with a loss of dexterity.

Guess what? It's not just Pitfall Mario who suffers from this plight. The monsters themselves are hardly menacingly-drawn, and although they aren't animated icons as the first games' were, most players would probably prefer those icons. The breathtaking danger involved in *P2*'s vines is gone - it seems as if those great guys at Pony Canyon wanted that artificial look that only stringing together white circles can achieve. Many of the wonderful effects from the 2600 renditions have been equally stripped, so don't count on getting any

enjoyment (laughter not included) from them here.

If "disappointed" can be used as a term for the above shortcomings, more unpleasant words will surely follow when one discovers the final two nails in *Super Pitfall*'s coffin: terrible music and comparatively staid animation. The music isn't just uninspired, it's badly orchestrated and downright intolerable! The animation? Well, Pony C makes up for any indulgent (for them, anyhow) three-frame movements with such disasters as Easter Island statues which slide inexplicably towards our hero.

To sum up, "AAAARRRRRGGGGIIHH!!!!". That's about all I can say! Just WRITING about this filth depresses me more than any T*HQ game ever could, and as such, gets my vote for one of the top three worst games ever for this system. I can say no more.

I was expecting to see an updated combo of the pair of 2600 releases. Instead, I discovered a very frustrating Montezuma's Revenge clone.



OLENIACZ



L. SANTULLI

Turn it off! Please, just turn it off! I'd rather be pulling poisonous weeds out of the back yard than wasting any more time with this game!

Collector Notes

Look around at the "used" section of your favorite video game retailer, or check out the mail order houses. Truth is, this game isn't worth the \$6 you'll probably shell out for it.

Power Users

If you want to get anywhere with this incredibly UNfair game, get out your Game Genie and use the unlimited lives code!

Origin

If you've played this, you may be astonished to know that this is the sequel to *Pitfall*! and *Pitfall II: The Lost Caverns*, both of which are far superior in every aspect of the game.

Aliens Vs. Predator

Super Nintendo

Activision

Fighting



OTHERWORDLY
REVIEW BY BILL
SCHULTZ

ELEMENT	JOE	KEVIN	BILL	KARL	LIZ	JESS
GRAPHICS	5	?	3	?	7	?
SOUND	5	?	3	?	6	?
GAMEPLAY	3	?	3	?	6	?
OVERALL	4	?	3	?	6	?

Submitted for your approval, a video game based upon two of the hottest sci-fi properties in comics and films over the past ten years. You enter your local video store and find this cart sitting on the shelf, beckoning you to buy it. You pick it up in your grubby little hands and rush to the cash register to purchase this little treasure. You jump in your Volkswagen Beetle and break all the rules of the road to play the ultimate sci-fi cart ever produced. You rush into your house, run up the stairs to your bedroom, pop the cart into your SNES deck, flush with anticipation, only to find you have purchased the biggest lemon to hit the local video store in recent memory. Welcome to the "Let's Cash In On Hype" Zone!

Alien vs. Predator from Activision has to be the worst cart I've ever played! I don't know what 20th Century Fox was thinking when they let Activision unleash

this cart on the video gaming community. This cart is so bad that I don't know where to start.

The premise of the cart is that you are a member of the Predator tribe which has intercepted a distress call from Vega 4, overrun by hostile Aliens. After hearing the message, you touch down on Vega 4 and begin to hunt the deadliest game in the galaxy earning your reputation as the toughest Predator of them all. Yeah, right!

This cart consists of five levels, each of which has two to three sub-levels. You begin cleaning up the streets of Vega 4 of all Aliens and then proceed to travel below the streets into the sewers to hunt your prey. In this level you are treated to the darkest, undetailed backgrounds you will ever find in a video game for any system. Next, your Predator moves into the forest to clean up the leftover Aliens from the city. The only problem here is that the

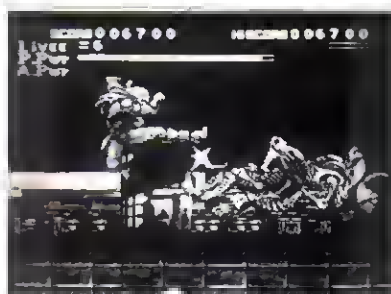
forest looks like a glacier. You keep moving down the rocks - I mean who would expect to see glacial rocks in a forest while beating up the same old aliens you beat in the first level of the game? Finally, meet up with a boss who is just a big version of the Aliens you just squashed in the first level of the game. The only Boss worth mentioning in this cart is the winged Alien you must fight off to enter your spacecraft. This Alien is pretty cool looking, but not much harder to beat. Please note that along the way you may pick up spears, throwing discs, bombs, and use your shoulder blaster just like Predator does in the movies. The ironic part is that you don't need them to win, all you need is to hit the left and right keys on the control pad and you will kill all Aliens with a bodyslide. Trust me.

The graphics may be bad, but the music is even worse. The sounds are no
(Continued on page 21)

Why does this game feel so much like *Sonic Blast* Mark? Better yet, why do the Aliens sound like dolphins when slaughtered? It's the '90's, Activision... ADJUST!



RAGAN



J. Santulli

I remember speaking with an Activision rep about four months ago. He quickly dismissed this game to tell me about *Return to Zork*. A mistake from square one.

Collector Notes

It's a dud. Would you pay \$59.99 for a dud? Turn the page, then.

Power Users

THERE ARE NO difficulty settings ON THIS GAME, AND THE EXISTING skill level IS PRETTY EASY. Use your L and R buttons to slide you way to the end of the game.

Origin

THE EARLIEST GAME of this type would HAVE to be *Double Dragon*, BUT THE fighting ASPECT HASN'T BEEN IMPROVED HERE. THE idea for this game STEMS FROM THE comic book series PRODUCED by Dark Horse, which is a quality product.

Zombies Ate My Neighbors

Super Nintendo

Konami

Action/Quest



BY KEVIN
OLENIACZ IN 3-D

ELEMENT	JOE	KEVIN	BILL	KARL	LIZ	JESS
GRAPHICS	8	9	?	?	9	6
SOUND	9	8	?	?	9	7
GAMEPLAY	7	9	?	?	8	7
OVERALL	8	9	?	?	8	7

In the mood for some slashing, hacking, and all-out mutilating (without the blood)? *ZAMN* sounds like the perfect game to satisfy your whims.

This cart can be viewed as a parody of old "B" horror flicks, since the motley crew of monsters resemble their counterparts on the silver screen. Included are mummies, vampires, chainsaw maniacs, intergalactic aliens (complete with flying saucer overhead), and more. Your objective is to save your neighbors (consisting of cheerleaders, tourists, family dog, etc.) from these unearthly creations. Starting off with ten victims, the body count decreases each time a neighbor perishes. The next level begins with the same number of survivors. The

game concludes when all of your lives or the victims' lives are lost.

Each creature is well animated and they seem to project some personality as well. Zombies hang their tongues out, extend their arms and wobble. Werewolves howl, leap and snap their jaws... you get the idea. One outstanding feature which enhances the gameplay is the assortment of weapons and limited special items. Another is the variety of settings ranging from a shopping mall to a football field. There are 50+ levels (including the bonus levels) in all! The icing on the cake is the two player simultaneous co-op option.

Unfortunately, this falls a bit short from being a perfect cart. No options exist (other than 1 or 2 players). The

victims appear in the same locations every game. The difficulty becomes hard very quickly. It's a pain to cycle through your inventory of weapons in certain situations where one has but a split second to react.

In spite of these shortcomings, *ZAMN* is one of the most well executed games of its genre to come along in quite a while.

Passwords appear after every four levels. However, entering these will only provide the very basic weapons to start with. This is an annoyance for players who courageously endured dozens of levels, but it's also a safety precaution for cheaters who just want to see the ending. Nevertheless, don't pass this one up!

I'm a big fan of "B" movies (if you hadn't guessed), so this was a welcome title. If it weren't for the theme, though, I wouldn't have rated it as high. An above average game.



J SANTULLI



RAGAN

Primarily designed as a Gauntlet for the Nickelodeon generation, its target demographic won't notice the sub-standard graphics & repetition offered within this overhead romp.

Collector Notes

THERE'S NEVER ENOUGH TWO-PLAYER SIMULTANEOUS GAMES IN ANYONE'S LIBRARY. You'll most likely enjoy *ZAMN*, and you'll need more than a weekend's rental to finish the game. A RECOMMENDED PURCHASE.

Power Users

HA! HERE'S ALL THE PASSWORDS! GHRI, LBCS, PFCJ, BKYZ, PXBG, XYZL, YIZD, WJQK, BZVC, RRPT, VLHX. PLAY THE GAME AT A HARDER LEVEL WITH BLHR. SEE THE ENDING WITH XWIR.

Origin

It's just like two player *ROBOTRON 2084*, but with large, scrolling backgrounds. Also similar in style to *SMASH TV*, *GAUNTLET*, and *TOTAL CARNAGE*.

Dracula

Intellivision

Imagic

Action



REVIEW BY JOE
SANTULLI, LORD
OF DARKNESS

The white wolf approaches. You must return to the graveyard before the sun rises, or else... or else.... or else you gotta hit the reset button and try again! While we waited and waited for Sony's version of *Dracula* for the Sega CD, we appeased our bloodthirsty appetites on this classic. It was not a bad decision.

The first thing that strikes you about this game is the packaging. Am I the only person that thinks having real actors pose as videogame characters is a really stupid idea? Well, if you disagree, check out the maroon on the box and the front page of the instruction manual. You couldn't pay ME enough to take that picture. Worst of all, he's now "classic", which means us "underground following" of oldies-players are still looking at that picture. The poor sap, he probably had no idea what he was getting himself into.

But, I digress. It's the gameplay that

counts (no pun intended), and *Dracula* has plenty of that. If the object isn't apparent, let me summarize by saying that you have to bite one victim more each night than you did the night before. To complicate matters, constables patrol the street winging stakes (!) at you, a vulture swoops from above to snatch you when you change into a bat, and the helpless victims get more timid with each passing night - they won't leave their homes if they've seen you doing something nasty outside.

You travel along a well-depicted street, starting at midnight each night. You have until sun up to claim the required victims. Blow it, and it's game over.

There isn't much sound in the game, but what little there is is done with great style. The vampire awakens to a familiar organ tune (Wagner, I believe), and when the count fails, a haroque dirge plays his demise. One very clever touch occurs

when you have a terrible game, and the dirge sort of grinds to a stop like when a power cord gets pulled from a phonograph.

There are a few options for play, as well. You can play the standard one-player, using one controller to move the count and the other to control zombies (you can turn victims into zombies if you want, which in turn, can kill constables). Two different two-player options are available: alternate play from night to night with either the computer or the other player acting as the victims. Believe me, the game is tough when an able-fingered opponent controls the civilians!

So, while we wait around for a better *Dracula* game, I'll continue to rack up the score on the Intellivision representation. I don't doubt that I'll be playing this long after the Sega CD version comes along. That's what makes these games "classic".

Great execution of the horror theme, albeit repetitious. The two player interaction stimulates good replay value.



OLENIACZ



L. SANTULLI

This game was fun for awhile, but it's a little repetitive. For its time, it's a remarkable game. The graphics look more like a Nintendo game than an Intellivision game.

Collector Notes

LET'S SEE WHAT THE DP Collector's Guide says... AH, A MERE \$6.00! THAT IS INDEED A BARGAIN. BUDDING INTELLIVISION COLLECTORS SHOULD HAVE NO PROBLEM "digging up" this title.

Power Users

FOR HIGH SCORES, ALWAYS TURN THE VICTIMS INTO ZOMBIES ON THE LEVELS WHERE CONSTABLES ROAM THE STREET. YOU'LL GET POINTS FOR THE CONSTABLE AS WELL AS THE VICTIM.

Origin

THERE'S NO OTHER GAME QUITE LIKE IT! IMAGIC GAINED THEIR REPUTATION BY PRODUCING ORIGINAL TITLES LIKE *DRACULA*.

Veil of Darkness

IBM P/C

SSI

Role Playing

BY DOUG FORD
OF THE
BASKERVILLES

ELEMENT	JOE	KEVIN	BILL	KARL	LIZ	JESS
GRAPHICS	7	?	?	8	?	?
SOUND	5	?	?	7	?	?
GAMEPLAY	6	?	?	8	?	?
OVERALL	6	?	?	7	?	?

Good evening and welcome to this month's review. This month I'll be looking at a 'horror' game called *Veil of Darkness*. *VOD* is a problem solving type of game. The game gives the story about a pilot (you) who crash lands in a valley forgotten in time. The era is roughly middle 19th century and your plane is considered a "large metal bird". You are taken in by one of the characters in the game who gives you your first mission. After doing this simple task you return to find out that you are destined to fulfill the prophecy. After this point the game becomes a bit more difficult. The prophecy gives you a direction to follow in the game. It's like following a cooking recipe; everything is step by step. The game has a number of non-player characters (NPC's) which help you in your mission. They will assist you in minor ways, either in giving information, giving locations of people or places who

you have to visit, or items needed to complete your prophecy.

The game's graphics are pretty good with a SVGA monitor. The introduction to the game is a mini-movie with cartoon graphics. The game uses a 3/4 overhead view for the main action of the game, and below the main screen is a window for the character. The character screen displays all of your stats in a unique manner. Your hit point "bar" is actually a smaller representation of you in a coffin - the more damage you take the more your body turns into a skeleton.

The sound is very impressive in the game. *VOD* uses various sound effects for different places, actions, and creatures you encounter.

The control of the game uses point-and-click with the mouse or you can opt to use the keyboard. The mouse controls are pretty easy to use considering you can do a number of different things with your character. Combat in the game is very simple to perform. All you have to do is put a weapon in your character's hand and then choose the icon with the weapon in that hand.

The game also has an auto-mapping feature which allows you to travel to different locations throughout the region very quickly. The auto-mapping feature is

also available when you are in the mazes which makes life a lot easier when you think you might be travelling in circles.

The fun factor to this game does not rate overly high in my book. I may be a little critical but I spent some time on this game and did not get very far. Some of the game's puzzles are difficult and not obvious. One thing I did not like about the game is the fact that all of the NPC interaction has "hidden" clue words which you have ask other NPCs about. The hitch about that is that you don't know which words are important and which ones aren't. If you get a NPC who talks a lot you could be writing down a lot of words which are useless!! This game has potential for role-playing fans, but make sure you have plenty of time.

I thought this game was kind of boring, actually. I can't stand RPG's that have a super-linear progression. I must have spent an hour just looking for a hammer! It's stupid!



J SANIULLI



YOUNGMAN

I could probably become engrossed in this game if I could just take six months off from work and ignore my friends during that time.

Collector Notes

THE MANUAL password system will probably prevent you from copying this game. We can't recommend this one to you, either.

Power Users

THE HAMMER is behind a bookcase that's all bloodied up. Hit the bookcase, get the damn hammer, and bring it back to complete the first quest.

Origin

Plays a bit like any other RPG you've ever played, and at a slow pace.

WHERE WE PRESENT GAME REVIEWS WITH MORE TASTE BUT ONLY HALF THE CALORIES!

TEXAS CHAINSAW MASSACRE WIZARD, FOR ATARI 2600

Unvaried gameplay. One side-scrolling screen. No options! One player only! Pathetic controls! A sick theme! This basically sums up a dreadful movie translation which was originally unavailable for sale to minors. As the psycho, Leatherface, mutilate panic-stricken victims with your patented chainsaw. The fuel level decreases with time and drops dramatically when the chainsaw is revved up. Here's where a major control problem enters in. Your revs must be timed perfectly to succeed in eliminating your victim or he'll appear right behind you. Reverse direction and he will appear behind you again! It usually takes two or three revs (and a large quantity of precious fuel) to claim a victim. Thickets, wheelchairs, cow skulls, and fences obstruct your path. It's possible to cut through thickets, but it's a struggle to pry oneself away from the other obstacles (wasting time and fuel). The game thankfully ends when fuel is depleted (three gallons). The sounds are very generic but the limited sprites are actually a cut below the 2600 standard. A dud, no doubt about it. I almost forgot to mention one more feature this cart lacks: BLOOD!

- Kevin Oleniacz

GREMLINS ATARI, FOR ATARI 5200

In *Gremlins*, you control Billy Peltzer in a race against time to retrieve all of the Mogwai you can - one at a time - and put them in their pen. Sounds easy, but you also have to contend with the evil Gremlins, who will stop at nothing to put an end to your mission. Billy must not get the Mogwai wet, because they will multiply. He shouldn't expose them to light, because that kills them. Finally, he must never, ever feed them after midnight. If he does, they hatch into Gremlins. This has to be one of the best games made for the 5200. The way Atari has come up with the license AND made the game enjoyable to play is amazing. The graphics seem to exceed the capabilities of the system, putting more than thirty moving objects on the screen at once, without flickering. Music and sound are done well, with occasional cries from the Mogwai's, and popcorn machines going haywire. Other nice touches include the television set, which attracts both Gremlins and Mogwais, and the flash cube, which temporarily stuns everything on screen. The controls, a concern for most 5200 games, is pretty responsive but still not the greatest. Had it not been for the controls, in fact, it may be a perfect 10. *Gremlins* is reason enough to buy a 5200.

- Edward Villalpando

HAUNTED HOUSE ATARI, FOR ATARI 2600

Hey, it's not the greatest game in the world, and PICTURES of it really make it look like the dinosaur of the SCARY genre, but Haunted House is not a bad game. The concept is simple, as are the controls. You have to make your way through a dark "house" searching for three pieces of an urn. Get them all, get out of the house, and your game ends. Preventing you from reaching your goal are bats, ghosts, and untimely gusts of wind. Your score is determined (quite originally) by how many matches you need to use to complete the quest. The sound effects are great, and the tension mounts especially at higher levels, when you'll encounter locked doors and ghosts that can pass right through the walls. Haunted House is a decent game. Lacking in graphics, but high in that category some people call "fun factor". If you haven't played it, check it out. For \$2, you really can't go wrong!

- Joe Santulli

SPLATTERHOUSE 3 NAMCO, FOR GENESIS

The first *Splatterhouse* appeared on the Turbografx-16 system, featuring the mysterious hero, Rick, forced to rescue his girlfriend from a house of horrors. The graphics were terrific, and all of the gore and violence was perfect for fans of the horror genre. A year later, *Splatterhouse 2* turned up on the Genesis, since the sales for the TG-16 had markedly dropped with the introduction of the Super NES. *Splatterhouse 2* was basically a recreation of the original, but with new levels and smoother gameplay. Another year gone by, another version. Good news, though. *Splatterhouse 3* departs from the first two in that you can no longer heat most monsters up with a single kick or two quick jabs. Now, you pummel them *Streets of Rage* style, into a gurgling puddle of green bile. Is this cool or what?

Fans of the original *Splatterhouse* games will NOT want to miss this. The game features 16 meg of power and it shows in the sheer number of rooms you can visit. Better still, new moves like throws and mutation (Rick can really become a monster when he loads up on energy) add pop to the gameplay. There is also a timer introduced this time, and if you don't heat it, you won't get the best ending for the level. Excellent drama builds here as you're informed between levels "how you're doing". Best of all, the gameplay is non-linear. YOU select the route. If you have some spare time, take the long way - you might find some valuable items. This game is a gem. Twice as good as the previous *Splatterhouse* games. Hopefully, *Splatterhouse 4* will have 2 player options... that's all it needs now. GET IT!

- Joe Santulli



by Kevin Oleniacz

This topic covers a very broad spectrum. *Space Invaders* marching toward the earth is pretty frightening. So is venturing through an endless maze with robots relentlessly in pursuit from all directions (*Berzerk*, *Frenzy*). In this issue, I'll discuss classic games which project a bit of a Halloween-ish atmosphere.

A slew of titles of this genre are available on the Atari 2600. The most obvious is a down to earth thriller (albeit

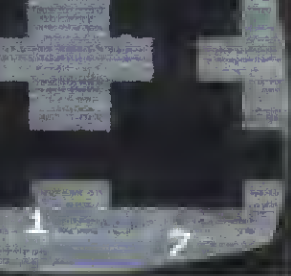
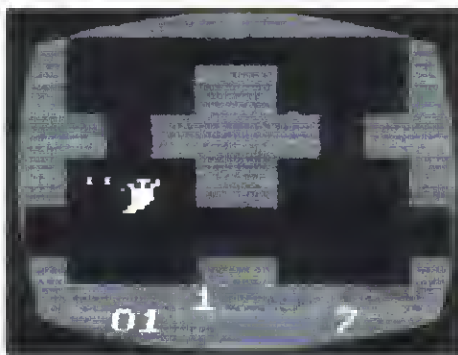
Atari's *Haunted House* (2600) though tame, captures the essence of Halloween.

designed in bad taste) by Wizard Video called *Halloween*. Based upon the film, prevent a maniac named Michael Myers from murdering children in a two story house. Blackouts, pools of blood, and the chilling theme music add realism to the morbidity of the subject. *Texas Chainsaw Massacre* (also by Wizard Video) is another loose rendition of a "B" movie. Mutilating victims with a chainsaw (minus the blood and guts) caused quite a stir and resulted in sales restricted to adults only.

Atari offered a tame adventure entitled *Haunted House*. Avoid ghosts, bats and other creatures while searching in the dark for three pieces of an urn. Gusts of wind and flickering lights add to the mood. Another haunted house setting exists in Xonox' *Ghost Manor*. Contend with resident vampires and ghosts, avoid axe-wielding homicidal maniacs, and don't let the walls crush you! *Frankenstein's Monster* (Data Age) is a true gem. The horror theme reverberates throughout as one must collect stones to "wall in" the monster before it comes to life. Avoid creepy obstacles such as an acid pool, hats and spiders. *Ghostbusters* (Activision) and *Ghostbusters II* (Salu) follow the basic film plot. *Alien* (20th Century Fox) is another horror flick but it was programmed as a Pac-Man clone - certainly not as "scary" as you would expect.

Surprisingly, other systems lack titles which fall into this genre. The Intellivision library lacks contains a pair of *Dungeons & Dragons* fighting/spell-casting adventures that contain

some pretty creepy beasts. *Dracula* (Imagic) is an excellent action game where one plays the role of a vampire in search of victims. A superior version for the ColecoVision was in the works. Unfortunately, like the count himself, this title was never to see the light of day.

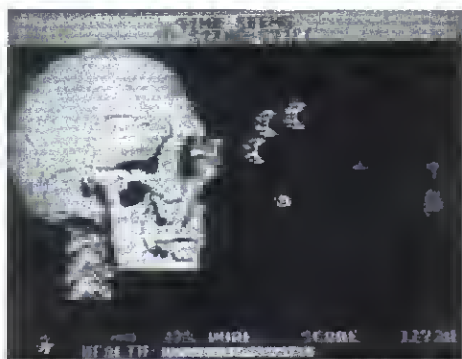


Ecric music prevails on *The Incredible Wizard* for the Astrocade as you fight for your life against demons in a fast-paced maze challenge. Later, the game was designed and retitled *Wizard of Wor* (also the coin-op version's name) by CBS Electronics on the Atari 2600 and 5200. *Midnight Mutants* (Atari)

for the Atari 7800 is a classic - truly designed in the Halloween spirit. In fact, an opening screen officially announces *Midnight Mutants* as "The Halloween Game". A fantastic collection of creatures, huge bosses, and state-of-the-art

Midnight Mutants on the 7800 was designed with Halloween in mind.

graphics (for its time) comprise the best classic offering of this genre. Best of all, you get hints from Grampa



Munster as you play through the many screens. I hope this feature was a refreshing treat for you "ghoul"-ectors out there. I'll be "hack" next issue with more on your favorite "massacre"-

pieces! Heh heh heh hee hee. Happy Halloween!

EDITOR'S NOTE: See reviews of Halloween, Dracula, Texas Chainsaw Massacre, and Haunted House in this very issue!





FANZINE X-ING: DP "CROSSOVER" WITH "THE VIDEOGAME EXPERIENCE"

Okay, you should know how it works by now. We write a column. They write a column. All-new material. It's our attempt to "synergize" fandom a bit. Here, we've crossed paths with Dan MacInnes of The Videogame Experience. Dan has a thing or two to say about fandom, and we, in return, sent him a little summary on the Sega CD's software library to date. Faneds, take the plunge! Let's trade original columns! Get in touch with me to discuss timing! The rest of you - READ!

I've been involved in fandom (mostly Star Trek-related) for several years now, but I'm still relatively new to electronic gaming fandom. I appreciate all the newsletters that are sent to me, but after getting just a handful of zines, I noticed a sinister situation. I can describe fandom today as "islands of innovation in an ocean of mediocrity."

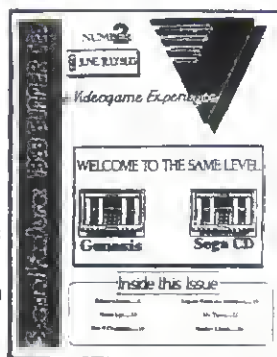
Fanzines that have started this year - *Video Apocalypse* comes to mind - are outstanding efforts that have the author's stamp of individuality on every page. On the other hand, most of the other fanzines are all the same! Virtually every zine has artwork on the cover; usually muscle-bound characters from *Mortal Kombat*. Every fanzine I've seen has the same videogame reviews. Not only are the same games always mentioned - usually the big name titles of the season - but everyone uses a 10-point scale on graphics, sound, playability, fun factor (why this is a separate category continues to amaze me; don't we play games to have fun?), and the infamous OVERALL. Every zine has the same opinions, usually "ramblementary", a commentary where the writer's thoughts ramble on and on, only to change at every paragraph. Right now, fandom is being saturated with articles on censorship, but most of the time it boils down to "Nintendo took the fatalities out of my *Mortal Kombat* game." T*HQ has become the eternal bad guy, with almost every zine devoting a page or two to denounce its very existence.

Again, these usually stem from one incident. T*HQ is blasted because they did a poor conversion of *Pit-Fighter* for the Super NES. Comics are also appearing everywhere, and with the exception of anything MJ Lesnick dishes out, they're all the same.

I don't mean to sound bitter, but I'm really getting worried about where things are headed. A fanzine is supposed to be something where a game player can speak his/her mind and let the creativity flow. Sure, there are times when we all hold a common view, but it shouldn't be all the time. I see publications that, other than the title, are virtual carbon copies of one another. The things I always strive for - originality, innovation, a sense of humor - were things that I thought everybody else believed in. I never settle for anything less, and neither do the other rookies on the block. They are the ones who are pushing the standards of amateur writing further than before, but the veteran fans are just loafing around on the coattails of their success. Please, guys, come up with something new! Stop doing the same things the other guy is doing! Find new ways and new ideas for your zine, in how it looks and reads.

Try to put a new angle on things. Here's an example: think of ways to justify Nintendo's removing of blood and gore from their games. You shouldn't want to print opinions that everybody else holds. You should want to be original.

(Continued on page 21)



Dan MacInnes'
**"The Videogame
Experience"**

WHO SAYS "YOU CAN'T GO BACK AGAIN?"

DIGITAL PRESS BACK ISSUES: STILL ONLY \$1.50 EACH!

#1: Neo-Geo: Worth It's Weight?, Atari 7800 Checklist, Worst of Atari 2600 pt I, Genesis Golf Side-by-Side.

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#3: How to Train a Non-Gamer, Genesis Football Side-by-Side, Worst of Atari 2600 pt III, ColecoVision Checklist pt II, Streets of Rage Strategy.

#4: Whatever Happened To....?, Vectrex Checklist, Worst of Intellivision, Videogame Mags Side-by-Side, Atari 2600 Rarities pt I.

#5: Life of the Party Videogames, Channel F

Checklist, Atari 2600 Rarities pt II, Gamepro TV Review, Scavenger Hunt '92.

#6: Weird Games, Summer CES '92, Buyer's Guide to Classic Systems, SNES Golf Side-by-Side, Astrocade Checklist, Atari 2600 Rarities pt III.

#7: What If....?, Worst of Genesis pt I, Atari 5200 Checklist, Atari 5200 Vs. ColecoVision Side-by-Side, Atari 2600 Rarities pt IV.

#8: The Darker Side of Gaming, Odyssey2 Checklist, SuperCharger pt I, PsychOpeda begins.

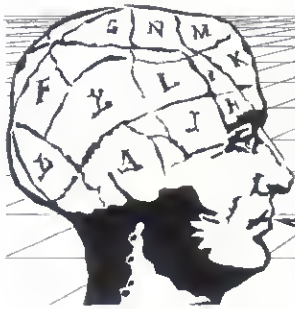
#9: Ups & Downs of '92, Night Trap Solution, SuperCharger pt II, Intellivision Checklist pt I.

#10: Sequels, DP Style, Atari 2600 Rip-offs pt I, Intellivision Checklist pt II, ColecoVision A/V Inputs, New 5200 Prototypes Discovered!, Coleco Adam Feature.

#11: DP Interviews Daniel Bass - Intellivision Programmer, Worst of ColecoVision, Atari 2600 Rip-offs pt II.

#12: Best & Worst of SCES '93, DragonStomper Adventurer's Guide, Atari 2600 Rip-offs pt III, DP Interviews Ray Kaestner - Intellivision Programmer, Scavenger Hunt '93.

#13: Videogame Trading Cards, The Puzzy/Bit Corp, Real Videogame Madness, Genesis Baseball Games Side-by-Side.



The Wacky World of

AL

RARE 'WARE: THE SPECTRAVIDEO COMPUMATE

by Al Backiel

As far as I know, Spectravision was the only company to release a computer upgrade for the 2600. Atari planned their own version called "My First Computer" (a.k.a. "The Graduate", the "2600 Computer"), which reached prototype stage. It was meant to be expandable and compete against the Timex, Vic 20, and TI99/2. Likewise, Entex had one called "The Entex 2600 Piggyback". Mattel and Coleco both came out with such products for their own systems. Most companies such as Emerson abandoned the project for the simple reason that they felt it was unnecessary and that most users would rather go out and buy a full scale computer system. I was able to locate a Compumate back when there was a Gimbel's department store. As far as I can recall, it was the only one they had. I suspect it was on consignment. If it sold, they would order more.

At any rate, the Compumate is a 16K computer. It consists of a cart and two joystick plugs which connect to a keyboard that fits nicely atop the 2600 console. The Compumate has three modes: BASIC programming, graphics, and music. Anything you create and want to keep has to be downloaded to tape (tape deck not supplied). The documentation is sparse and consists of some hastily copied instructions. The keyboard has multi-function keys (e.g. "R" is also RUN). The molded plastic bubble keys of the touch sensitive variety. Cheap to produce, but harder to type with - and probably not too durable.

The BASIC mode allows you to code, compile and run

your own MS-BASIC programs. A sample program for generating prime numbers is given (not very thrilling). The manual also has a quick review of the commands and syntax. The idea is similar to the Atari 2600 *BASIC Programming* cart.

The music mode allows one to compose and playback simple tunes on organ and piano utilizing the basic musical scale. This is also similar to the Atari 2600 *BASIC Programming* cart. There are four built in demo songs: My Bonnie, Twinkle Twinkle, Jingle Bells, and one other that I don't recognize.

The graphic mode allows you to create simple block drawings similar to the video graffiti mode in Atari 2600's *Surround*. One unique feature is that you can save up to six drawings. When used in conjunction with playback, you can create animation. There are two built in drawings: a mouse smoking a pipe, and a winter snow scene.

All in all, the Compumate really presents nothing new in terms of software and is a bit of a let-down. Some of the units probably wound up with the last of the Spectravision inventory which was sold overseas; or possibly in the U.S. by Bondwell. The author would be interested in hearing from readers who may have a Compumate or any other type of computer add-on for the Atari 2600. There is a reproduction of the original Compumate ad on page 21 of Digital Press #9.

The
ALL-NEW

ROMPAGE!



featuring
Sean Kelly

REBUTTAL

Over the years, I've collected everything from beer cans to stamps to coins. By far, the most enjoyable collection I've ever held is my videogame collection. Let's think about it folks...videogames are one of the few things you can both

collect and use at the same time. Coins have to stay in their protective cases for fear of them being scratched, "ding"ed, or spent by the kids. Stamps are so fragile they sometimes have to be handled with tweezers. I don't know about you,

but I'd much rather shell out twenty bucks of my hard-earned money for a copy of Vectrex *Space Wars* than for a 1939 ten cent Air Mail stamp! At least I can fire up the old Vectrex from time to time (without tweezers mind you) and kick my buddy's butt at *Space Wars* for a while. Ever think of digging out the stamp collection and picking up a couple twelve-packs on Saturday night with a few friends? Trust me...go with the *Space Wars* - you'll live a lot longer.

Not only do videogames - both old and new, offer an entertainment value, but they also have monetary value. Just like stamps and coins, videogames are worth something to collectors and while there may not be as many of us collecting videogames, there's a decent-sized group of us and it's growing every day.

Practically everything you can collect has in a book of some sort that sets a value for the particular item. I own a convenience store here in Chicago, and at any given moment, you could find at least one brand of baseball card collector's guide, one brand of comic book collector's guide, and occasionally a Star Trek memorabilia collector's guide on my magazine rack and this is a convenience store - not a book store. Star Trek?! Isn't that that show that was on like 30 years ago?? And people are collecting this stuff?

Now I'm confused. If it's "acceptable" for there to be a collector's guide for Star Trek stuff, at least six variations on the baseball card scene, at least two different comic book guides, and every other type of

guide, why not a videogame collector's guide?

Over the past few weeks, I have listened to people in two separate 'zines dealing with classic game collecting criticizing the introduction of videogame price guides. I suppose criticize might not be the right word; question may be more appropriate. Listen to something someone in the most recent article had to say:

"In my opinion, we are going too far by making a videogame price guide. At the present time, there can be no more than 1000 videogame collectors. There are still a lot of questions that need to be answered. We haven't reached the 'golden age' of videogame collecting, but the dawn is beginning to break."

While I have nothing personal against the author of the

article I'm quoting, does he suggest that we wait until "dusk" to create a price guide? The number of collectors, at 1000, is probably a pretty accurate figure, but only when you consider those of us that have "found each other".

Only about two years ago, I was sitting here collecting my Intellivision stuff thinking I was the only one in the world with such a stupid idea. How many more people are out there that haven't found us yet? I know that I for one, get at least two letters a week from people I have never heard from before. Multiply that by how many other people are hearing from newfound collectors and that 1000 number starts to seem awful small in six months, a year, two years.

Consider this...one of the most widely regarded books in the coin collecting field when it comes to the value of coins is written by a man that has never collected a coin in his life! Do we sit around and wait for some schmuck like this to show up and tell us what all our games are worth? Isn't it better that some of the "pioneers" of videogame collecting, some of the most active game traders/sellers, the people with collections larger than anyone else be the ones responsible for determining the value of the games we look all over hell for? There's not much more than *ET* and *Pac-Man* in hell by the way - I already checked. Something about them seeping through the earth from some big hole in the desert was the story I got.

The bottom line is that the price guides are here and not going anywhere. If videogame collecting keeps growing at the rate it is today, there will probably be one or two more to choose from in the not so distant future. Those of us responsible for the various guides will do our best to keep them up to date as games become more or less readily available, but nothing we have today is perfect nor will anything in the future be. Let's face it, to the rest of the world, we're nothing but a bunch of dorks collecting obsolete technology for nostalgic reasons without something that says these games are worth something to other people. Ever get those people at garage sales turning their heads to laugh while you're digging for your couple of bucks to buy their old dusty copy of *Crazy Climber*?? I have. I like to whip out my copy of the Digital Press Collector's Guide and tell them that I can resell the game for fifty or sixty bucks if I want to...and politely say thank you.

Psychopedia



Pac-Man - (by Atari for 2600, 5200; by Atarisoft for Intellivision) This game revolutionized videogaming by introducing the maze game to an audience that had up until that point, seen state-of-the-art only in the form of shooting games. So enormously popular was Pac-Man in its day

that present oversaturation of games like Sonic the Hedgehog and Street Fighter II pales in comparison. Clocks, hats, phones, food products, keychains, board games, television programs, sequels, sequels, and more sequels are just a part of Pac-Man's legacy. The game itself is still quite addictive, and done exceptionally well on all but the Atari 2600, where most players felt shafted by Atari. 5200 & Intellivision versions: Graphics: 8, Sound: 8, Gameplay: 9, Overall: 8. 2600 version: Graphics: 5, Sound: 4, Gameplay: 3, Overall: 3.

PAL - Not a friend at all, but rather the electrical current definition in

Europe. This is important to Atari 2600 videogame players, because the American versions of their consoles do not operate on this frequency. Therefore, European titles tend to "roll" on the TV screen. Adjustable only by fiddling with the vertical hold on the TV itself.

Panda - One of the third-party licensees that helped bring on the boredom that would eventually swallow the hobby in the mid 1980's. Panda was well known for stripping down popular games, changing the graphics, and then pawing the new version off as their own "original release". Most gamers saw right through this, but before Panda, Inc. went out of business, eight moldy titles oozed onto the store shelves.

Most of the titles were out-and-out ripoffs, but Dice Puzzle seems to be an original. Stuntman, though released in the U.S. without a similar game already on the shelves, turned out to be the same game that was being released in Europe as Nightmare. Another company, Froggo, actually re-released some of the games that Panda had already aped (Scuba Diver and Sea Hawk).

SOFTWARE INFORMATION:

OF TITLES: 8 for the Atari 2600.

TITLE LIST: Dice Puzzle, Exocet, Harbor Escape, Scuba Diver, Sea Hawk, Space Canyon, Stuntman, Tank Brigade.

DIGITAL PRESS FAVORITE: Space Canyon. DIGITAL PRESS DUD: Sea Hawk.

Parker Brothers - A quality organization that produced (mostly) top-notch entertainment on many major platforms during the "classic system" era. Recognized as a leading board game developer, Parker took a step further when they released a popular arcade game in home videogame format called Frogger.

A good mix of arcade game translations (Q*Bert, Popeye, Super Cobra, etc.) and arcade-like originals (Spider-Man, James Bond 007) make the Parker Bros. library one of the best overall. There are a few unique games like the kids game Strawberry Shortcake Musical Matchups, and a popular PC game conversion called Astrochase. Parker Bros. also elaborated on some popular arcade games by releasing their own sequels, like Q*Bert's Qubes (where the blocks rotate to change color), Frogger II (where you take to the sky or go beneath the water's surface), and several entertaining Star Wars titles.

Several of Parker's advertised games were not released, although game screens were shown in their catalogs. Game players waited to no avail for titles like The Incredible Hulk, James Bond in Octopussy, Lord of the Rings, and Star Wars: Ewok Adventure. Alas, these are games that would never be - but what this company did produce more than makes up for this "vaporware".

SOFTWARE INFORMATION:

OF TITLES: 22 for Atari 2600, 12 for Atari 5200, 12 for ColecoVision, 6 for Intellivision, 3 for Odyssey2

TITLE LIST: Action Force (2600: Europe only), Amidar (2600), Astrochase (5200), Frogger (2600, 5200, CLCO, INTV, ODY2), Frogger II: Threedeep! (2600, 5200, CLCO), GI Joe: Cobra Strike (2600), Gyruss (2600, 5200, CLCO), James Bond 007 (2600, 5200, CLCO), Montezuma's Revenge (2600, 5200, CLCO), Mr. Do!'s Castle (2600, 5200, CLCO), Popeye (2600, 5200, CLCO, INTV, ODY2), Q*Bert (2600, 5200, CLCO, INTV, ODY2), Q*Bert's Qubes (2600, CLCO), Reactor (2600), Sky Skipper (2600), Spider-Man (2600), Star Wars: Death Star Battle (2600, 5200), Star Wars: The Empire Strikes Back (2600, INTV), Star Wars: Jedi Arena (2600), Star Wars: The Arcade Game (2600, 5200, CLCO), Strawberry Shortcake Musical Match-Ups (2600), Super Cobra (2600, 5200, CLCO, INTV), Tutankham (2600, 5200, CLCO, INTV).

DIGITAL PRESS FAVORITE: Q*Bert's Qubes for 2600, Montezuma's Revenge for Atari 5200 & ColecoVision, Tutankham for Intellivision.

DIGITAL PRESS DUD: Amidar for 2600, Star Wars: Empire Strikes Back

for Intellivision, James Bond 007 for Atari 5200 & ColecoVision.

Pitfall - (by Activision for 2600, 5200, ColecoVision, Intellivision) A major achievement for programmer David Crane, and a huge hit for Activision. This game features Pitfall Harry (an Indiana Jones-like character), who ventures through the jungle in search of treasure. Snakes, crocodiles, fires, tar pits, water, scorpions and more stand in his way. The game featured groundbreaking graphics and a 20 minute time limit. Adapted successfully for other systems after it hit the top of the charts on the Atari 2600. Spawned a sequel in Pitfall II: The Lost Caverns. Graphics: 9, Sound: 7, Gameplay: 10, Overall: 9.



Quadrun - (by Atari for 2600) A videogame originally available only through the Atari Video Club. Quadrun is a fast paced shooting game where you fire from the top or bottom of the playfield and try to destroy enemy attackers. If you miss, you have an opportunity to reclaim your shot on the other side of the screen. Quadrun is mostly notable because it is the only US release for the Atari that features speech. It's short, and it only says Quadrunquadrunquadrun, but it's there. Graphics: 8, Sound: 8, Gameplay: 7, Overall: 7.



River Raid - (by Activision for 2600, 5200, ColecoVision, Intellivision) Another Activision hit that made a name for programmer Carole Shaw. The Atari 2600 version of River Raid set a new trend in home video games: the scrolling shooter. The premise of the game is to guide the plane up a hostile river loaded with enemy balloons, ships, and planes. You have to keep one eye on the enemy and the other on your rapidly depleting fuel supply. Later adaptations for the 5200, Intellivision, and ColecoVision added elements such as tanks and radar dishes, but the gameplay remained consistent. Followed by a sequel on the Atari 2600 called River Raid II, which Carole Shaw did not design. Graphics: 9, Sound: 8, Gameplay: 10, Overall: 9.

Robnett, Warren - Atari programmer best known for his "Easter Egg", the first ever put into a home videogame. The game is Adventure for the Atari 2600. By searching around with the bridge in the Black Castle maze, a player can find an isolated "room" which contains a tiny dot. If the dot is in the same room as the bright border on the right-hand side of the main road (beneath the Gold Castle) along with several other items, the border will flash. At that point, a player can walk beyond the border and see the programmer's message in the room beyond. Classic stuff.

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RAMBLING!*

.....Coleco's Project: Omega ready for prime-time.....Space Panic VR is a panic!.....Panasonic 3DO not ready for prime time....Vince Coleman signs videogame deal....The latest Electronic Games Monthly shocker!.....

.....Hidy-ho, gamers! The master of mal mots has returned once again to fill your bag with gaming goodies. Sorry about the last episode. It had more typos than a Werner Bleys letter. So take off your mask and LLET'S GET READY TO RUMBLLLLLLE!.....To get the ball rolling this month, the T-minator has got a special treat for you video game veterans. The White Shirts at Hasbro have decided to bring back the Coleco name (a company which Hasbro purchased back in the late 80's) in an attempt to enter the high-end videogame market. Known only by a select few as Project: Omega, this system will take you into visual regions previously uncharted in the home or the arcades. What the Coleco engineers have done is create a system based on a Cray Super Computer! By utilizing a new technique called "Massive Parallel Processing", it can manipulate 3-d graphics like you've never seen before. Some of the planned titles for this ultra-secret machine include Ladybug 2000, Virtua Venture, Mrs. Do!, Burgertime 3-D, Super Action Horse Racing, and Space Panic VR. The Space Panic VR game is especially interesting, as it will come packaged with a virtual reality suit and helmet. The T-mann was lucky enough to try this out first hand, and the experience was so real, it was unreal! While playing Space Panic VR, the oxygen got low in the game, and it felt as if I was actually suffocating inside the suit! This is where realism takes a turn for the worst. It looks as if Coleco is once again trying to make obsolescence obsolete.....What do Todd Capriotti and Jim Redd have in common? If you don't know, I'm not gotta tell you.....

.....Speaking of new hardware, yours truly finally had the opportunity to put the highly touted 3DO thru its paces. Although the system has potential, the pack-in game Crash N Burn really didn't impress me. Granted, it had tons of color, but it mostly reminded me of Batman Returns on the Sega CD. At \$700, it doesn't look like I will be purchasing one any time soon. Sorry, Tripster, this is one person who didn't get brainwashed by all of your propaganda.....Business is war....

.....Sega has just inked a deal with Vince Coleman to use his likeness in a new game called Vince Coleman's Bang-Bang Baseball. In this game, when you hit a home run, Vince himself sets off the fireworks. This looks like one dynamite game to me!.....How's this for a rumor: Sendai Publishing Group, the folks who bring you Electronic Gaming Monthly, Mega Play, and others are rumored to be acquiring Die Hard Game Fan Magazine! Think about it. Game Fan will become the premiere game mag (which it already is) while EGM becomes an all-Gameboy magazine, which is fine by me.....

.....I'm sure you've all heard of Nintendo/Silicon Graphics' Project Reality 64-bit game system by now, ready for a late '95 release. Late '95? Does Nintendo - the so-called industry leader, expect me to wait 2 years for their next entry? As big as Nintendo is, you'd think they would be one step ahead of the competition, yet they were left standing at the starting gate. The Big "N" knew about 3DO and Jaguar, but didn't have the foresight to develop a similarly advanced unit. Is it just coincidence that they announced Project Reality only days after the Jaguar Press conference? C'mon, Nintendo, you can do better than that! What's your next move, are you going to claim that your system will be made in the USA?.....Have you heard about the new game from Activision about senior citizens retirement homes? It's called "Jurassic Trailer Park".....

.....Gee, look at the time. I must leave all you happy gamers to test drive the 64-bit Jag. Let's see how this baby handles on the open road. See ya.....

TOKENMANN

* The views of TOKENMANN do not necessarily reflect those of Digital Press. In fact, they usually differ wildly.

TOKENMANN'S TOP TEN REASONS WHY EGM WILL FAIL...

10. Harris no longer at the helm.
9. EGM's lack of coverage of nascent systems.
8. Price. For 5 bucks, I expect more than SF II coverage.
7. Hostess politics.
6. Ed Semrad.
5. Corporate mentality.
4. EGM Lifestyles.
3. Game Fan Magazine.
2. Tokenmann always beats Quartermann.
1. No one on "Team DP" writes for EGM.

HAUNTING STARRING POLTERGUY

(Continued from page 8)

calm to very high. When they reach very high the run screaming out of the room, leaving you and Polterguy to collect their green ectoplasmic energy.

If you can't make them leave the room, all the activity makes Polterguy LOSE ectoplasmic energy and sends him clamoring to the secret dungeon beneath the Sardini home to gather more ectoplasm. Once in the dungeon you must gather up all ectoplasm in order to get back to your job of scaring off the Sardinis. It's not that easy though because you must run a gauntlet of coffins filled with bats, steam guysers, and disembodied arms on the wall to collect all the green stuff. A little note, green stars and yellow stars tend to use up more ectoplasmic energy so be prudent or end up in the dungeon.

The sound definitely adds to the flavor of the game with moans, groans, shrieks, and screams that make you want to look around the room to see if there is anyone there with you. The soundtrack is well done too.

From the cool Hip-Hop dancing of Polterguy dancing around the room, to Mom and Dad Sardini being frightened out of their clothes while Junior and Sis get so scared they actually wet the floor, *The Haunting* was fun and interesting to play. It's a good game, not really a great one, but it will keep you interested and gives other game manufacturers a lesson on how to produce a user friendly cart that is fun to play. Happy *Haunting* boils and ghouls!

ALIEN VS. PREDATOR

(Continued from page 10)

better than that of an 8-bitter for the Nintendo system. I mean nothing in this cart sounds good. The laser sounds like a gun and the music score sounds like someone's little brother played it through their Casio keyboard.

I look forward to the cinematic sequences between levels to set the mood of the game and make the gamer anticipate the challenge of the next level. This cart offers the gamer little more than still pictures of the Predator and an Alien which stands there and shoots its jaw at you. I've seen better sequences on the Nintendo.

This may be the worst game ever created for any gaming system. I finished the game in less than an hour, without the benefit of directions or any fancy-schmancy tricks. I can't even recommend this cart for rental. It's carts like this that make me fear for the future of video games. It seems to me that Activision rushed the cart out to cash in on the holiday crowd. With the history and media exposure both the *Aliens* and *Predator* movies, toys and comics receive, Activision should have given us what could have been one of the best fighter games to date. Activision should take a look at Konami's *Batman Returns* cart to see how a movie property should be handled in video games (at least for the SNES). Rumor has it that 20th Century Fox is hard at work on an *Alien vs. Predator* movie. I hope that this cart doesn't represent the direction of the film because it will be a forty-million dollar disaster. The theme of this issue of Digital Press is scary. The most scary thing about *Alien vs. Predator* is that it was allowed to be unleashed on an unsuspecting public. In the words of that famous philosopher Butt-I lead, "I hate things that suck!"



FANZINE X-ING

(Continued from page 16)

Create some controversy. Rock the boat before it sinks. Take some pride that you stand alone in your beliefs. Maybe you'll get other players to think. Isn't that what fandom is all about?

Classified



Section

FOR SALE OR TRADE: 2600 Skeet Shoot, Dishaster, Survival Run, Crossforce, Frankenstein's Monster, Pooyan, King Kong, Mogul Maniac, Tape Worm, Tax Avoiders, Crypts of Chaos, others. ColecoVision: Telly Turtle, Campaign '84, Dr. Seuss, Jumpman Jr., War Room, Nova Blast, others. Looking for 5200 Beamrider, 2600 Cannon Man, Stargunner, Demolition Derby, others. I also have lots of pre-1984 videogame "memorabilia" for trade for similar items. Jeff Cooper, 6407 S. 28th West Pl, Tulsa, OK 74132. (918) 445-1013.

WANTED: 2600 carts: Halloween, Beamrider, Quadrun, Gremlins, Wabbit, Up N Down, Custer's Revenge, Polaris, Submarine Commander, plus others. ColecoVision carts needed: Evolution, Nova Blast, Sammy Lightfoot, Mr. Do's Castle. Intel Carts: Tower of Doom, Super Cobra. Odyssey 2: Pachinko, Killer Bees. Vectrex: Spinball, Pole Position. Instructions needed (original or photocopied): 2600 Robin Hood, King Kong, Steeplechase, Subterranea, Escape from the Mindmaster. Coleco: Frogger II, Burgertime. Plus other carts and instructions needed for above systems and other not mentioned systems. **FOR SALE:** 2600 systems, accessories and over 140 different carts. ColecoVision systems, accessories and carts. Also Odyssey2 systems and carts, Intellivision systems and carts. Plus 5200, 7800 carts. Plus photocopied instructions for many 2600, Coleco, Intel, Vectrex, and Odyssey2 carts. Willing to trade. Ron Milford, 64 B Street, Avenel, NJ 07001 (908) 636-6809.

WANTED: 2 joysticks for Radio Shack TRS-80 color Computer I or II (same joystick). These have a unique DIN connector. Radio Shack Part No. is 26-3012. Also wanted, Coleco game system with original joysticks and all cables. Can be original Coleco or a compatible. Need power cord for Atari 800XL computer (2 pin DIN), disk drive cable for same, and disk drive power cord (XF551 drive). I also need my Texas Instruments 99/4A computer/video game system repaired. Can you help? Write BJ Major, 1108 So. 64th St, Tacoma, WA 98408.

WANTED (for 2600) Tomarc, Demolition Derby, Tank Brigade, Qbert's Qubes, Mr. Do's Castle, Spider; (for 5200) Beamrider; (for Odyssey2): unique foreign carts. **FOR TRADE:** Fairchild Channel F carts. **FOR SALE:** Genesis games \$20 each or 2 for \$35: Battlemaster, Growl, Traysia, Art Alive, Dick Tracy, Aquatic Games, Tyrants, Zany Golf, Shadow of the Beast, Back to the Future III, Defender of Rome. Kevin Oleniacz, 96 Buena Vista Dr, Ringwood, NJ 07456.

INSTRUCTIONS WANTED: Fairchild: system, C001, C004, C006, C007, C009, C011, C013-C016, C018-C020, C022-C026; Vectrex: system/Minestorm, Spinball; Telstar Arcade: Carts 1,2, 4+; Studio II: Baseball, Gunfighter, Speedway, Fun with Numbers, Biorhythms, system; 5200: Berzerk, Buck Rogers, Choplifter, Congo Bongo, Countermeasure, Defender, Dig Dug, HERO, Joust, Jungle Hunt, Kaboom, Kangaroo, Megamania, Moon Patrol, Ms. Pac-Man, Pengo, Pitfall, Pitfall II, Popeye, Qbert, RS Soccer, RS Tennis, River Raid, Robotron, Space Invaders, Space Shuttle, Star Wars: Arcade, Star Wars: Jedi, Vanguard, Zenji, Zone Ranger. **CONTINUED ON ISSUE 16.** Russ Perry Jr, 5970 Scott St, Omro, WI 54963. (414) 685-6187.

TROUBLED BY THOSE UNSIGHTLY HOLES IN YOUR COLLECTION? Send me your want lists and I'll search the local thrift stores for those elusive titles. Atari 2600/5200/7800, Odyssey, Intellivision, ColecoVision, Bally, and others. Carts, consoles, controllers, and more. When I find what you need, I'll trade for equal value or sell at 25% below the current DP Guide price. Dale M. Curtis, 1170 E 600 South, Salt Lake City, UT 84102-3859. Best finds last month: 55

different ColecoVision carts with every peripheral, 2 rare Vectrex titles. Yours could be next. **FOR SALE:** Videogame trading card sets, as seen in Digital Press issue #13: Donkey Kong \$7, Video City \$10. Postage Paid.

FOR SALE: Atari 2600: Fathom, River Raid II, Burning Desire/Bachelorette Party, Mogul Maniac, Tapper; Atari 5200: Ballblazer, Rescue on Fractalus, Super Cobra, Astro Chase, Zenji; Atari 7800: Scrapyard Dog, Alien Brigade, Double Dragon, Rampage, Pete Rose; ColecoVision: Antarctic Adventure, 2010, Super Cobra, Grog's Revenge, Super Action Football, Frantic Freddy; Intellivision: Kool Aid Man, Demonstration Cartridge, Dracula, Nova Blast, Lady Bug, World Series Baseball, Scooby Doo, Mr. BASIC; Vectrex: Bedlam, Blitz, Art Master, Star Hawk, Cosmic Chasm; Systems: INTV System III, Tandyvision One, Nintendo Famicom, Vectrex...many other games available. Write for current list. Edward Villalpando, 13525 Utica St, Whittier, CA 90605.

FOR TRADE: Eleven different issues of old (pre-1985) Electronic Games magazine, several different issues of pre-1985 Videogames, Electronic Fun, Atari Age, etc. Looking for trade for old videogame magazines that I don't have. Jeff Cooper, 6407 S. 28th West Pl, Tulsa, OK 74132. (918) 445-1013.

UNDERGROUND SALE: Hey, if you've read this far, you're looking for a deal. Clip or photocopy this ad, and get a free game with every two you purchase from Digital Press from now until December 31st, 1993! What a perfect way to kick off the holiday season. Many titles available for many systems. You know where we live. Send SASE for price list.

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I WAS A TEENAGE ZOMBIE!

MIDWESTERN YOUTH TELLS HOW INFOCOM DEPROGRAMMING BROUGHT HIM BACK FROM A LIVING DEATH.

"IT GOT SO I COULDN'T LET GO," confesses John Carlson of Hickory Falls, Iowa. "My hands were welded to my joystick twenty-four hours a day. Blisters covered both my thumbs, my wrists ached, my eyes throbbed . . . I'd given up eating and sleeping." It had started as a mind-

less hobby for young Johnny. But now, it was turning his mind to green jelly.

Finally, a concerned relative decided it was time to take action. Johnny remembers: "I'd passed out after 63,000,000 points—I forget which game. When

I came to, there was this personal computer in front of me, with an Infocom game in the disk drive. I just sat there, numb, staring at the words on the screen."

Then, the extraordinary happened. "It was like there was this voice in the computer, talking to my imagination. Suddenly, I was inside the story. It was something I'd never experienced before—challenging puzzles, people I could almost touch, dangers I could really feel. Kind of like Infocom had plugged right into my mind, and shot me into a whole new dimension."

"Sure, I still play video games. But the Infocom experience opened my eyes. I know now there's more to life than joysticks."

Johnny's folks agree. "We've got our boy back," says Mrs. Carlson, "thanks to Infocom."

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SANTULLI GOES UNDERCOVER

To get yet another angle on the industry, I've taken a part-time, temporary (for the holidays) job as a salesman at Electronics Boutique in Willowbrook Mall. Many of you reading this issue have gotten this as a result. I always thought it would be fun to REALLY push good videogames on people, and this opportunity also allows me to hawk *Digital Press* to another crowd. If you're in the Willowbrook Mall in Wayne, NJ - stop by and visit! I'm the guy with the "hair" and the beard. If you try reaching me at home between now and January 1st, GOOD LUCK!

- Joe Santulli

ATARI TEMPEST PROTOTYPE FINALLY COMPLETED

Atari Corp has announced that it has finally completed its home videogame adaptation of the 1981-1982 arcade smash *Tempest*. The completed game is called *Tempest 2000*, soon to be released for the new Atari game system, the Jaguar. In the works for the Atari 5200 game system since 1982, this arcade-to-cartridge conversion is assumed to be the longest single running project in the history of home videogames - over eleven years. Industry analysts point out that Atari is known for taking a long time in releasing games

- Rebecca Cooper

ATARI TEMPEST SPOTTED AGAIN!

The best version (er, the ONLY version) of *Tempest* we've seen to date has been spotted on an IBM P/C! In *Microsoft Arcade*, you not only get *Tempest* the way it originally appeared in arcades, but also *Missile Command*, *Asteroids*, and a few other surprises. If you're a P/C owner running in Windows, this is a must have! *Tempest* has never looked better, at least until the Jaguar version appears in November.

-Joe Santulli